Suttanop Chanah

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Summary

Computer Engineering student passionate about developing reliable and secure systems. Experienced in backend development using Node.js, Express, and PostgreSQL/MongoDB, with hands-on experience deploying Dockerized applications on AWS EC2. Interested in applying DevSecOps and cybersecurity principles to enhance software reliability through secure coding and CI/CD integration. Seeking an internship to apply skills, gain real-world experience, and contribute to meaningful tech projects.

Education

Bachelor of Engineering in Computer Engineering
Faculty of Engineering, Chulalongkorn University | GPA: 3.36
Relevant Coursework: Software Engineering, Database Management, Computer Networks, Software Development
Core Team of Google Developer Group on Campus: Technical Team

Experience

Software Engineer – Information System Development of Chulalongkorn University (ISD), SGCU
July 2025 – development team
- Designed backend systems, database schema, and initial project structure for scalable applications.
- Developed and documented APIs for authentication serving over **4,000+** users.
- Collaborated with cross-functional teams to deliver projects on tight academic deadlines.

Backend Engineer – Freshman Engagement Platforms (CU-firstdate, Rub Puen Kao Mai 2025)
- Designed APIs for staff registration and validation processes.
- Built backend features to streamline onboarding and enhance user experience.
- Improved reliability of freshman activity management systems through optimized APIs and data structures.

Projects

ThamRoi – Full-Stack Travel Companion Platform 2025
- Served as Team Lead coordinating development efforts and acted as Scrum Master and Project Manager: organized sprint planning, daily stand-ups, sprint reviews, and retrospectives to keep the team aligned.
- Contributed to the design and implementation of core modules according to the Functional Requirements to develop a travel companion matching platform that enables users to find and connect with travel partners based on shared interests and travel preferences.

Columbus Project: New Heaven – Turn-Based Strategy Game 2024
- Developed a turn-based strategy game applying OOP principles.
- Implemented hexagonal map system, combat mechanics, and resource management.
- Applied Factory & Singleton Design Patterns to modularize game logic.

Leadership & Activities

- **Assistant speaker** for "AI for Education" workshops — provided supporting lectures and facilitated hands-on Q&A sessions.
- **MC & Head of Activities**, CU Freshman & Lan Gear Camps – Led group engagement and activity design.
- **Core Team**, "Baan Rub Puen" – Coordinated large-scale student onboarding events.
- **MC**, Computer Engineering Relations Event "Com SAMPAN" – Hosted inter-university gathering of 5 universities.